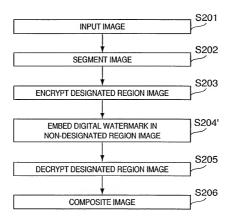


FIG. 3



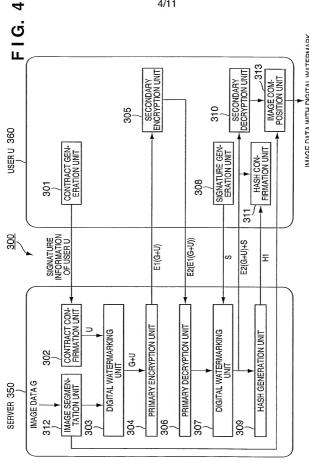


IMAGE DATA WITH DIGITAL WATERMARK Gw=G+U+D2(S)

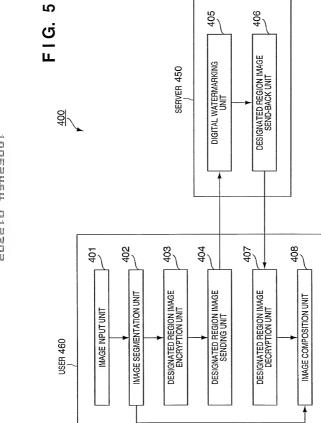
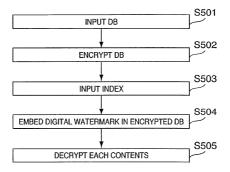
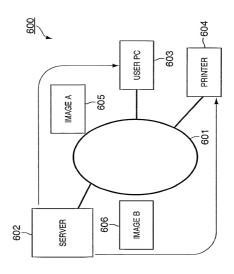
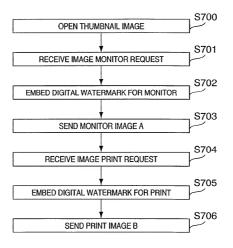


FIG. 6



F1G. 7





F1G. 9

